

MSC



INTRAMURAL RECREATION

INTRAMURAL RECREATION ACTIVITIES

FALL 1978

ACTIVITY	MEN	WOMEN	CO-ED	TYPE OF TOURNAMENT**
Flag Football (Six Players)	X	X	X	RR
Softball	X	X	X	RR
Volleyball (Six Players)	X	X	X	RR
Triples Volleyball	X	X		RR
Innertube Water Basketball	X	X	X	RR
Cross-Country	X	X		M
Target Archery				
A. Pro	X	X		C
B. Beginner	X	X		C
Tennis (Singles)	X	X		E
(Doubles)	X	X	X	E

SPRING 1979

Basketball	X	X	X	RR
2-on-2 Basketball	X	X	X	E
Foul Shooting Contest	X	X		C
Innertube Water Polo	X	X		RR
Badminton (Singles)	X	X		E
(Doubles)	X	X		E
Racquetball (Singles)	X	X		E
Indoor Soccer	X	X		RR
Softball	X	X	X	E

Other activities may be added as interest, facilities and budget dictate.

**Tournament Code

RR-Round Robin, C-Contest, E-Elimination, M-Meet

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September 1978

Dear Mountain Folk,

The Intramural Recreation Department provides a program of activities in both team and individual sports to meet some of the many interests of our students. It is a program based on participation, enjoyment and a wholesome use of your leisure hours while at Mansfield State College. The program has grown in popularity to the point where last school year one thousand twenty-one students participated in at least one of the many sports offered.

I would like to invite those who have participated in the program last year to become even more involved this year. I encourage our new students to join in the fun by becoming an active and enthusiastic participant.

Thanks go out to all of last year's student employees for a well done job. Special thanks are extended to Anne Graziano, Kandi Rohde and Heidi Waltman for their work in the office in helping make the program run smoothly.

Sincerely,

A. Hugh Schintzius

A. Hugh Schintzius
Director of Intramural Recreation



EQUIPMENT CAGE CLERKS

Left to Right: Phil Spencer, Leif Jensen

Decker Lobby Equipment Cage Telephone - ext. 4101 or off campus 662-4101

The following items are available for check out by turning in an M.S.C. I.D. Card and signing an equipment loan/replacement form.

- YOU MUST TURN IN YOUR VALID M.S.C. I.D. CARD
- ALL EQUIPMENT MUST BE RETURNED WITHIN TWELVE (12) HOURS. VIOLATORS OF THIS POLICY WILL NOT BE ALLOWED TO SIGN OUT EQUIPMENT IN THE FUTURE.

Badminton net, racquets, shuttlecocks
Basketballs
Volleyball net, balls
Softballs, gloves, bats, bases
Striking bag, gloves

Skip ropes
Racquet ball racquets, balls
Handball gloves, balls
Tennis racquets, balls
Soccer ball
Horseshoe set

SHIRT LETTERING SERVICE

Various color two inch letters and six inch numbers can be put on your cotton shirts by our heat transfer iron. This service, at a nominal charge, is available only for Mansfield State College students, faculty and staff. For information, call or stop by the equipment cage in Decker Lobby from 8:00 A.M. to 3:00 P.M.

INTRAMURAL RECREATION OFFICE

G-12 Decker Gymnasium

Phone Ext. - 4441, Off Campus - 662-4441

DECKER LOBBY EQUIPMENT CAGE

Phone Ext. - 4101, Off Campus - 662-4101

INTRAMURAL RECREATION BULLETIN BOARDS

All information regarding Intramural Recreation (entry deadlines, league/tournament schedules and standings, etc.) will be posted on bulletin boards at the following locations:

- A. Outside the Intramural Office on the ground floor of Decker Gym.
- B. On left wall in left entrance and the right wall in right entrance from lobby to gyms one and number two.

It is not the critic who counts;
and not the man who points out how the strong man stumbled
or where the doer of deeds could have done them better.
The credit belongs to the man who is actually in the arena;
whose face is marred by dust and sweat and blood;
who strives valiantly; who errs and comes short again and again:
who know the great enthusiasm, the great devotion,
and spends himself in a worthy cause;
who, at the best knows, the triumph of high achievement:
and who, at the worst, if he fails, at least fails while daring greatly,
so that his place shall never be with those cold and timid souls
who know neither victory nor defeat.

- Theodore Roosevelt

OPEN GYM HOURS AND WEEKEND RECREATION

A. Decker Gymnasium

1. Hours for open gym will be posted on doors to the gym. These will change from time to time depending upon physical education classes, intercollegiate athletic and intramural usage.
2. Regulations
 - a. Gym shoes only
 - b. Pick up basketball games are restricted to the side-to-side courts.
 - c. During busy periods, pick-up basketball games are restricted to only one basket

B. Recreation Center (Old Gym)

1. Gym floor is available from 8:00 A.M. to 11:30 P.M.
2. Certain time periods will be designated for "organized activity".
3. The gym is open to M.S.C. students, faculty, administrative staff and their guests. All others who wish to utilize this facility must obtain permission from the Office of Dean of Student Activities.
4. During "open gym", the facilities must be shared. Small groups playing pick-up basketball are asked not to dominate the entire facility.
5. Gym shoes are to be worn on the floor area. Please see that gym shoes are clean before entering the floor area.

RACQUETBALL/HANDBALL COURTS (Located in Old Gym)

- A. Equipment (racquets, gloves, balls) are available for sign out at equipment cage in lobby of Decker Gym.
- B. Hours will be posted when the courts will be set up for open play with a court supervisor on duty.
- C. During busy periods, play will be limited to a one (1) hour block of time.
- D. During "open gym" hours, the courts may be set up by obtaining the wheel-bar and racquets/balls from security office.

RECREATIONAL (OPEN) SWIMMING

A. Eligibility

The use of Decker Pool for recreational (open) swimming is limited to Mansfield State College students, faculty, non-instructional personnel and their families/selected guests.

B. Hours

1. Recreation (open) swim hours will be posted on glass doors to pool and bulletin boards.
2. Hours will vary and be scheduled around varsity sports and intramural schedules.
3. During innertube water polo/water basketball, recreation (open) swim will be restricted to shallow end of pool.

C. Pool Regulations

1. You must present a valid M.S.C. I.D. Card to the lifeguards to enter the pool.
2. ONLY M.S.C. students, faculty, staff and their guests.
3. Student, faculty or staff children under 12 years old MUST be accompanied by a parent IN bathing suit at pool side.
4. Persons with hair reaching the neckline MUST wear a swim cap.
5. Everyone must take a shower before entering the pool.
6. Swimming widths is allowed between 25 and 45 foot markers.
7. One person on a diving board at a time.

8. The fulcrum on the high board must be kept in forward position.
9. The following are PROHIBITED:
 - a. diving or racing starts in the shallow end
 - b. sitting/standing on safety rope across shallow end
 - c. gum or tobacco chewing
 - d. bathing caps with petals or flowers
 - e. wearing gym shorts or cut-offs
 - f. running or pushing in the pool area
 - g. smoking, drinking or eating in the pool area or balcony
 - h. wearing of hair-pins or band-aids
 - i. towel snapping
 - j. use of inflatable toys, balls, etc.
 - k. use of swim fins, face mask and snorkle
 - l. wearing street shoes or clothes in pool area
 - m. floating or swimming under diving boards
 - n. hanging from diving boards
 - o. seat drops on, or hand stands off either diving boards

PERSONS NOT COMPLYING WITH THESE REGULATIONS OR DIRECTIONS FROM THE GUARDS ARE SUBJECT TO BEING BARRED FROM USING THE POOL AND GYM FACILITIES.

ACCIDENT AND SICKNESS INSURANCE

- A. All participants in Intramural Recreation activities are strongly urged to acquire accident and sickness insurance offered by Mansfield State College. If you did not sign up for it at registration time, information is available at the Vice-President for Student Affairs Office (room 110) in South Hall.
- B. All individuals who plan to participate in Intramural Recreation activities should be in good health.
- C. A student will not be permitted to participate in Intramural Recreation activities if he/she has been exempted from fulfilling the physical education requirement for reasons of health.
- D. All participants, namely faculty, non-instructional personnel and spouses, who have not been physically active for some time are strongly urged to have a medical check-up before participating in any Intramural Recreation activity.

INJURIES

- A. The Intramural Recreation Department and Mansfield State College assumes no responsibility for injuries or damage to eyeglasses incurred while participating in Intramural Recreation activities. Individuals are reminded that your participation is entirely VOLUNTARY.
- B. All injuries should be reported to the game officials/tournament managers before leaving the field/court of play.
- C. No attempt to move an injured player should be made by anyone if the person appears to be suffering from a serious injury to the head, neck, back or limbs.
- D. If an injury appears to be of a serious nature, the game official or supervisor on duty will arrange for transportation to the health center.
- E. The Director of Intramural Recreation should be informed of ALL injuries as soon as possible.
- F. All injuries should be reported to Doane Health Center as soon as possible in order to be covered by your insurance policy.

STUDENT EMPLOYMENT OPPORTUNITIES

- A. Intramural Recreation Student Co-ordinators
 - 1. Student Co-ordinators appointed by the Director help administer the Intramural Program with responsibilities in the areas of scheduling, tournament supervision and department publicity.
 - 2. Qualifications:
 - a. Enthusiastic and sportspersonlike participation in several intramural recreation activities for at least one (1) semester, or
 - b. Conscientious service to intramural recreation department as evidenced by experienced officiating or as a member of the office staff.
 - c. Freshmen, sophomore or junior class standing.
 - d. A relatively free afternoon (from 3:00 P.M. on) and evening class/activity schedule on Monday through Thursday.
- B. Office Staff
 - 1. Students working in the office shall assist the Director in preparing schedules, tournament regulations, game materials, etc.
 - 2. Qualifications:
 - a. An interest in Intramural Recreation activities.
 - b. The ability to assume responsibilities in the Intramural Recreation Office in the absence of the Director.
 - c. The ability to type
 - d. A relatively free afternoon and evening class/activity schedule.
 - e. A good sense of humor.
- C. Officiating
 - 1. Officiating Intramural Recreation activities is a responsibility and a privilege. Students may earn needed money while at the same time gain invaluable experience that may aid them in obtaining their officials rating for high school/college athletics.
 - 2. It is the desire of the Director to secure the best qualified student officials for the program.
 - 3. Students (male and female) desiring to officiate the following activities should inquire at the Intramural Office early in the school year:
 - softball
 - touch football
 - volleyball
 - innertube water polo
 - innertube water basketball
 - indoor soccer
 - basketball
 - 4. Prospective student officials may obtain copies of Intramural Recreation tournament rules for all activities of their interest in order that they may familiarize themselves with the rules prior to the clinic/training sessions.
 - 5. Pre-tournament clinic/training sessions will be conducted and prospective officials are required to attend.
 - 6. Whistles and officials shirts are provided for all student officials.
- D. Lifeguards
 - 1. Student guards are utilized during evening and weekend hours for recreational (open) swimming.
 - 2. Individuals desiring employment must have a valid W.S.I./or Senior Life Saving Card and should inquire at the Intramural Recreation Office.

INTRAMURAL REGULATIONS AND POLICIES

I. ELIGIBILITY

A. Students

All currently enrolled students at Mansfield State College who have paid the student activity fee for that semester are eligible to participate in all Intramural Recreation activities assuming all other eligibility requirements have been fulfilled.

B. Faculty/Staff and Spouses

All current M.S.C. faculty/staff and the spouse of current faculty/staff and students are eligible to participate in all Intramural Recreation Activities assuming all other eligibility requirements have been fulfilled.

C. Varsity and Freshmen Athletes

1. Varsity, junior varsity and freshmen athletes who are listed on the current team roster by the head coach in the following sports are not eligible to participate in these related intramural recreation activities during that academic year.

Sport	Related Intramural Activity
baseball	softball
basketball	basketball
	water basketball
	2-on-2 basketball
	free throw shooting
cross-country	cross-country
football	touch football
golf	golf
swimming	swimming
tennis	tennis
track and field	track and field

2. Athletes who are dropped from, or who quit the squad after the first game/contest/match of the season for academic or other reasons are ineligible to participate in the related intramural recreation activity for the remainder of that academic year.

D. Ex-athletes

Student-athletes who have completed their four (4) years of eligibility in a sport shall not be allowed to participate in that Intramural (or related) activity in which they lettered.

E. Recruited Student Athletes

A student-athlete recruited for a specific sport who is ineligible to compete for academic reasons and who continues to practice with the varsity or junior varsity (freshmen) team after the first game/match of the season is ineligible to participate in that intramural or related activity.

F. Professionalism

An individual who would be barred from intercollegiate athletics because of professionalism shall be ineligible to participate in those related intramural recreation activities in which amateur status has been broken.

G. One Team

1. An individual may represent only one team in any intramural activity. If an individual's name is found on two team rosters, he/she will be considered as a member of the team for which he/she first participated.
2. After once playing for a team, an individual may not transfer to another team for the remainder of that tournament/league.

H. Eligibility by Mutual Agreement

Teams may not allow ineligible players to participate for their team even by mutual agreement of both team captains and the other players of the contest.

I. Play-off Eligibility

In order to participate in play-offs, an individual must have participated in at least one-third (33%) of regular league games.

J. Unsportsmanlike Conduct

1. Any individual who is removed from a game by the official in charge, the game supervisor or the Director, shall be ineligible to participate in his/her team's games on the next two (2) scheduled dates of play. The individual may under no circumstance participate on those two (2) scheduled dates. If the individual participates in so much as one (1) play, all play shall stop and the game shall be declared forfeit to the opposing team.
2. Any individual who is removed from a game on a second occasion during an academic year (September-May) shall be ineligible to participate in ALL INTRAMURAL RECREATION leagues/tournaments for twelve (12) months from the date of the second removal.
3. Any individual who pushes/strikes an official shall be ineligible to participate in ALL INTRAMURAL RECREATION leagues/tournaments for twelve (12) months from the date of the violation.

K. Eligibility Checks

1. The Intramural Recreation Department does not assume the responsibility for checking the eligibility of all participants.
2. All cases of ineligibility brought to the attention of the Director will be dealt with according to the previous rules of eligibility.

"Nature requires that we should be able,
not only to work well, but to use leisure well.
Leisure is the first principle of all action
and so leisure is better than work and is its end.
As play, and with it rest, are for the sake of work,
so work, in turn, is for the sake of leisure."

- Aristotle

II. CAPTAIN'S RESPONSIBILITIES

- A. To be aware of entry deadline and submit appropriate completed entry form as early as possible.
- B. To collect 50¢ entry fee from team members and pay it when submitting entry form at office.
- C. To obtain tournament rules and review them with team members, prior to first game.
- D. To attend announced captain's meetings, or send a team representative.
- E. To appoint a co-captain to act as spokesperson in absence of captain.
- F. To keep his/her address and telephone number up-to-date in the Intramural Recreation Office.
- G. To report all roster changes/additions to Intramural Recreation Office before start of tournament.
- H. To be familiar with all eligibility rules and see that his/her team adheres to them.
- I. To inform team members of proper place and time of all games/contests.
- J. To be sure your team does not forfeit.
- K. To assemble team at official's request immediately prior to start of game/contest to check team roster.
- L. To assist officials in distributing and collecting game jerseys/equipment.
- M. To provide a "spotter" to assist game scorekeeper when appropriate.
- N. To complete officials rating forms immediately after game/contest.
- O. To arrange with director for new dates of any postponed games/contests.
- P. To be the sole spokesperson for the team in conferring with the officials.
- Q. To control the conduct of team members and spectators directly related to his/her team. The conduct of spectators before and after the game is as important as their conduct during the game. Team captains will be held responsible for individual and group conduct at these times, as well as during the game/contest.
- R. To make sure that he/she knows and understands completely the playing rules for the activity and the Intramural Recreation rules and regulations as outlined in this handbook BEFORE COMPLAINING.
- S. TO BE A LEADER that players and officials can respect.

III. CAPTAIN'S MEETINGS

- A. Captain's meetings will be scheduled for all team activities.
- B. Team captains (or their appointed representative) are required to attend this announced meeting.
- C. Teams represented at the captain's meeting shall be credited with one (1) win toward final league standing before play begins. Likewise, teams not represented shall be credited with one (1) loss toward final league standings before play begins.
- D. Teams failing to be represented at this meeting shall be given last consideration in the drawing up of schedules.
- E. A team may be eliminated from a league (and lose its entry fee) in which there is a limited number of entries if it is not represented at the captain's meeting and there are a surplus of teams that are represented at the meeting seeking entry into the league.

IV. ENTRY DEADLINES

- A. Entry deadlines shall be posted around campus and on the Intramural Recreation bulletin boards.
- B. Entries shall not be accepted after the announced deadlines except in instances when the entry will fit into an already drawn up schedule and then only before the league/tournament has begun.

V. ENTRY ROSTERS

- A. All entries, individual and team, MUST be on official Intramural Recreation entry rosters which are available at the Intramural Office (G-12) in Decker Gymnasium.
- B. Entry rosters should be accurate and legible as it is sometimes necessary to contact the individuals/teams regarding the scheduling of games/contests.
- C. Be sure you have the correct entry roster for each Intramural Recreation Activity.
- D. The tournament entry fee of fifty cents (50¢) per player for all team activities must accompany the completed entry roster in order to be officially entered in a tournament.
- E. Entry roster for an activity shall be registered in the Intramural Recreation Office with at least the minimum number of players and no more than the maximum number allowed for that activity before the announced deadline.
- F. All team entries are a first entered, first served basis.
- G. Completed entry rosters shall be considered as the team roster once the tournament has started.
- H. Roster changes and/or additions to maximum number of players allowed for that activity may be made up until the first scheduled game/contest.
- I. The Director reserves the right to censor all team names.

VI. LIMITED ENTRIES

- A. There will be a limit on the number of teams accepted in some activities due to equipment, budget, time and facilities that are necessary and available to conduct tournaments in these activities.
- B. When flyers are posted around campus with the entry deadline, it will be noted if there will be a limit on the number of entries to be accepted.

VII. TOURNAMENT ENTRY FEE

- A. To help departmental expenses, there is a fifty cents (50¢) per person tournament entry fee for each Intramural Recreation team activity.
- B. A team will not be considered as officially signed up until entry fee has been paid at Intramural Office (G-12), Decker Gymnasium. BE SURE TO GET AND RETAIN YOUR RECEIPT.
- C. If a team drops out of a tournament, or is declared ineligible for further participation, there shall be no reimbursement of entry fee.

VIII. POSTPONEMENTS

- A. A scheduled game/contest may be postponed only by the Director, or appointed representative (official, game supervisor).
- B. Weather, a college function, or unanticipated use of scheduled facilities will be considered as a cause of postponements. SOCIAL FUNCTIONS WILL NOT BE CONSIDERED AS CAUSE!
- C. No postponements will be made because of absence of team members.
- D. If two (2) teams/individuals postpone a scheduled game/contest without the sanction of the Director, both teams/individuals shall be charged with a forfeit.
- E. The Director will not postpone scheduled games/contest before 3:00 P.M.
- F. In case of inclement weather, team captains should call (662-4441) or stop by Intramural Recreation Office in Decker Gymnasium AFTER 3:00 P.M.
- G. Game officials/supervisors may make last minute postponements on the field/court due to a sudden change in weather.
- H. Dates for rescheduled game/contests will be posted on Intramural Recreation bulletin boards in entrances between the lobby and gym floor and outside Intramural Recreation Office. It shall be the responsibility of the team captain/individual to check the day following the postponement of these dates.
- I. Postponed games/contests, if they are rescheduled, must be played before the start of any play-offs for that activity.

IX. FORFEITS

- A. Forfeited games/contests will not be rescheduled.
- B. A team/individual who forfeits a game/contest shall be charged with a loss.
- C. A team that forfeits two (2) games shall be automatically eliminated from the tournament and shall lose its entry fee. Each of the remaining opponents will be notified and given a victory for the scheduled game/contest.
- D. A team allowing an ineligible individual to participate shall forfeit all games/contests in which the ineligible individual participated.
- E. If a team/individual does not appear ready to participate on the proper field/court within the allowable time as stated in the rules for that activity, the officials/supervisor in charge of the game/contest shall declare the game/contest forfeited to the team/individual ready to participate.
- F. If two (2) teams/individuals scheduled to play each other fail to show up within the allowable time as stated in the rules for that activity, the official/supervisor in charge shall declare a double forfeit.
- G. A team must field at least the minimum number of players as stated in activity within the allowable time or shall forfeit the game/contest.
- H. Any team/individual leaving the field/court or play before the game/contest is completed or called by the official/supervisor in charge shall forfeit the game/contest.
- I. When obtaining a win by forfeit, the winning team/individual must have/be present within the allowable time at least the minimum number of players as stated in the rules for that activity.
- J. A team allowing an ineligible individual to participate during a play-off game/contest shall automatically forfeit the game/contest, and be eliminated from the remainder of the play-offs.
- K. The Director, game officials, or supervisor immediately responsible for a game/contest may call off a game/contest before its conclusion

if in their judgement, continued participation may be injurious to the participants, officials, or spectators and charge both teams with a forfeit.

X. PROTESTS

- A. Protests concerning the question of judgement calls by officials shall not be considered.
- B. Protesting captains must inform the game officials in a COURTEOUS MANNER immediately following the incident in question of his/her intent to file a protest.
- C. The officials in charge are to notify both teams that the game is being played under protest.
- D. Do not wait until game/contest is completed to register a protest with officials and captain of opposing team.
- E. A protest must be filed in writing at Intramural Recreation Office by twelve noon the day following the game/contest.
- F. A written protest should contain all background information necessary for making a decision. Fraudulent, inaccurate, or incomplete information tends to discredit the protest.
- G. A protest on rule interpretation must state the specific rule applicable to the protest.
- H. Both team captains and game officials shall be permitted to present information as regards to protested situation.
- I. It shall be the responsibility of the Director, or an appointed representative to review all protest and decide whether the grounds for protest are sufficient enough to warrant consideration by a protest board.
- J. Final decision shall be made by majority vote of the protest board.
- K. Protests that are honored shall result in the playing of a complete new game.

XI. UNSPORTSPERSONLIKE CONDUCT

- A. The following are unquestionably considered unsportspersonlike conduct and subject offenders to removal from game/contest without warning by the officials in charge:
 - 1. Fighting with players or spectators
 - 2. Striking an official
 - 3. Unnecessary roughness
 - 4. Profanity
 - 5. Being intoxicated
 - 6. Being under obvious influence of illegal drugs
 - 7. Continued disregard for official's decisions/directions
 - 8. Unnecessary abuse of equipment/facilities
- B. Continued unnecessary roughness by a team(s) will result in forfeiture of the game/contest by that team(s).
- C. Any individual who is removed from a game by the official in charge, the game supervisor or the Director shall be ineligible to participate in his/her team's games on the next two (2) scheduled dates of play.
- D. Any individual who is removed from a game on a second occasion during an academic year (September-May) shall be ineligible to participate in ALL INTRAMURAL RECREATION leagues/tournaments for twelve (12) months from the date of the second removal.
- E. Any individual who pushes/strikes an official shall be ineligible to participate in ALL INTRAMURAL RECREATION LEAGUES/TOURNAMENTS for twelve (12) months from the date of the violation.

XII. ALCOHOL AND DRUGS

- A. Any individual whose physical condition in the judgement of the Director, Intramural Recreation supervisors, the game/contest officials or managers, is such that participation may be injurious to themselves or other participants because of excessive imbibing of alcoholic beverages or who obviously is under the influence of substances (drugs) considered illegal may be barred from entering or subject to removal from the game/contest and not allowed to participate again that day.
- B. An individual who is barred or removed from a game/contest on two (2) different occasions during an academic year for the above reasons, shall be declared ineligible for further participation in Intramural Recreation activities for the remainder of that academic year.

XIII. THEFT/DAMAGE OF EQUIPMENT/FACILITIES

Any individual(s) found guilty of stealing Intramural Recreation equipment or of willfully damaging/destroying equipment or facilities or of gross misconduct while in/on the facilities shall be barred from Intramural Recreation and open recreation (gym) indefinitely. The individual(s) will further be brought to the attention of the Vice President of Student Affairs.

XIV. LEAGUE TIES

- A. Two way ties
If two (2) teams in a league finish with an identical won and loss record, the team that won the game/contest between the two teams during regular league play shall earn the position for which there is a tie. The other team shall be placed in the following position in the standings.
- B. Three way ties
If three (3) teams in a league finish with identical won and loss records:
 - 1. The team having won the game/contest from both of the other teams during regular league play shall earn the position for that league, or,
 - 2. If none of the three (3) teams have defeated the other two (2) teams during regular league play, a single elimination play-off will be held with the team drawing the bye playing the winner of a game/contest between the other two (2) teams.

XV. AWARDS

- A. Individual awardshirts will be presented to eligible members of championship teams in all Intramural Recreation activities.
- B. In those tournaments where there are several leagues with culminating play-offs, budget permitting, individual awards will be awarded to eligible members of the runner-up (second place) team.
- C. No awards will be given for second place if an individual/team forfeits the championship game/contest.
- D. An individual/team ejected from a game during play-offs will not be eligible to receive an award.
- E. To be eligible for an award shirt, an individual must have participated in at least one third (33%) of total games/contests played by his/her team.
- F. An individual may receive only one (1) championship and one (1) runner-up award during an academic year.



FALL 1977 MEN'S BASKETBALL
CHAMPIONS
"WHAMPA-STOMPERS"



FALL 1977 MEN'S BASKETBALL
RUNNER-UP
"HONKIES & THE KID"



FALL 1977 ARCHERY
Left: CHAMPION: CINDY WANZO
Right: RUNNER-UP: FRED EINST



FALL 1977 MEN'S FOOTBALL
CHAMPIONS
"BUZZ'N DOZEN"



FALL 1977 CO-ED FOOTBALL
CHAMPIONS
"TIGERS"



FALL 1977 CO-ED FOOTBALL
RUNNER-UP
"BRICK WALL MORE OR LESS"



FALL 1977 CROSS-COUNTRY
Left: CHAMPION: JOHN GRANT
Right: RUNNER-UP: JIM SOHO



FALL 1977 CROSS-COUNTRY
RUNNER-UP
"MAULERS"



FALL 1977 CO-ED SOFTBALL
CHAMPIONS
"KNIGHT'S IN WHITE SATIN"



FALL 1977 CO-ED SOFTBALL
RUNNER-UP
"THE FISSMITS"



FALL 1977 MEN'S SOFTBALL
CHAMPIONS
"BORN BOOZERS"



FALL 1977 DOUBLES TENNIS
CHAMPIONS
BILL MCVAIL, CHRIS CLEAVER



FALL 1977 CO-ED VOLLEYBALL
CHAMPIONS
"NET-WITS"



FALL 1977 CO-ED VOLLEYBALL
RUNNER-UP
"JACK HENN WINNERS"



FALL 1977 MEN'S VOLLEYBALL
CHAMPIONS
"PAVLOV'S DOGS"



FALL 1977 MEN'S VOLLEYBALL
RUNNER-UP
"D.O.G."



FALL 1977 WOMEN'S VOLLEYBALL
CHAMPIONS
"B.T.A."



FALL 1977 WOMEN'S VOLLEYBALL
RUNNER-UP
"POWER 4th FLOOR"



FALL 1977 TRIPLES VOLLEYBALL
CHAMPIONS
"VADER'S RAIDERS"



FALL 1977 TRIPLES VOLLEYBALL
RUNNER-UP
"PAVLOV'S DOGS AGAIN"



SPRING 1978 MEN'S BADMINTON SINGLES
CHAMPION: WAYNE BENSON
RUNNER-UP: DAVE DARBY



SPRING 1978 WOMEN'S BADMINTON DOUBLES
CHAMPIONS: CAROL WHITMAN, ELSIE
STRICKLER
RUNNER-UP: PAT SNYDER, VICKIE PIKE



SPRING 1978 CO-ED BADMINTON DOUBLES
CHAMPIONS: DOUG BROUSE, PAT SNYDER
RUNNER-UP: WAYNE BENSON, JEAN HAWKER



SPRING 1978 MEN'S INDOOR SOCCER
RUNNER-UP
"CLINTON STREET GANG"



SPRING 1978 MEN'S SOFTBALL
CHAMPIONS
"CORDARO'S ELECTRIC CO."



SPRING 1978 CO-ED SOFTBALL
RUNNER-UP
"BOOZER'S BREWERS"



SPRING 1978 WOMEN'S SOFTBALL
CHAMPIONS
"MENGE'S MENACES."



SPRING 1978 WOMEN'S SOFTBALL
RUNNER-UP
"4 + MORE"



SPRING 1978 CO-ED VOLLEYBALL
CHAMPIONS
"VADER'S RAIDERS"



SPRING 1978 CO-ED VOLLEYBALL
RUNNER-UP
"PINECREST NINE PLUS ONE"



SPRING 1978 WOMEN'S VOLLEYBALL
CHAMPION
"2nd FLOOR E.S.P.'S"



SPRING 1978 WOMEN'S VOLLEYBALL
RUNNER-UP
"LUCKY LADIES"



SPRING 1978 CO-ED INNERTUBE WATERPOLO
CHAMPIONS
"HOLLYWOOD'S STARS"



SPRING 1978 CO-ED INNERTUBE WATERPOLO
RUNNER-UP
"THE TUBES"



SPRING 1978 WOMEN'S INNERTUBE WATERPOLO
RUNNER-UP
"THE SINKERS"



SPRING 1978 WOMEN'S BASKETBALL
CHAMPIONS
"THE DERRILICKS"



SPRING 1978 "B" LEAGUE BASKETBALL
CHAMPIONS
"THE DOG"



SPRING 1978 "B" LEAGUE BASKETBALL
RUNNER-UP
"N.L.V. REBELS"

HOW DID YOU PLAY?

How did you play when the game was on,
When the odds were great and hope was gone?
When the enemy team, with aim so true
Was dragging the victory away from you?
When strength and speed and endurance quit,
Did honor keep pace with determined grit?
Did you keep the faith with the rules of the game?
Did you play up square without fear or shame?
Did your smile or cheer make the team your friend,
As you fought it through to the bitter end?
Did your self-respect rise a notch or two?
Are you a bigger man now the game is through?

- William Ralph LaPorte

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